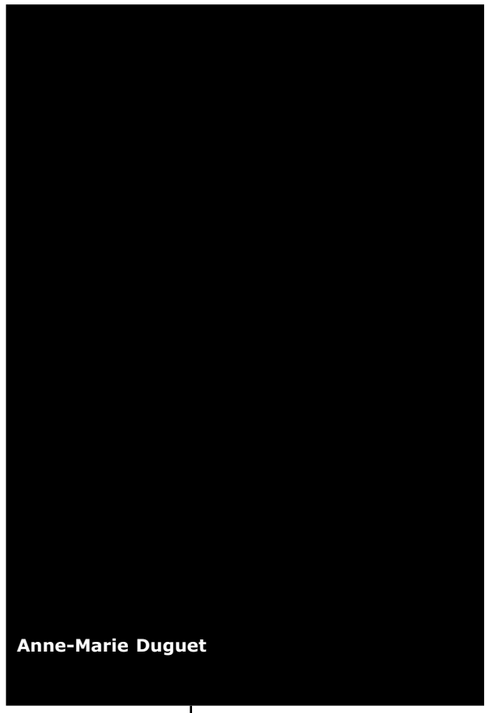
éxposé _ Jeffrey SHAW

00.a _ *Introduction*



Anne-Marie Duguet

www.ciren.org/artifice/artifices_4/duguet.html

00.b _ *Index*

01.a _ Bi a i J SHAW
01.b _ L Z.K.M.

02.a _ «T L i l Ci », (1989)
02.b _ «T G l Cal », (1994)
02.c _ «PLACE, a ' a l», (1995)

03.a _ U v i i l'i a i ...
03.b _ T R l.
03.c _ R ali Vi l .
03.d _ La i l'i a i .

04.a _ Ex i i
04.b _ P li a i

[redacted]

[redacted]

[redacted]

01.a _ Biographie

Site WEB : www. - aw.

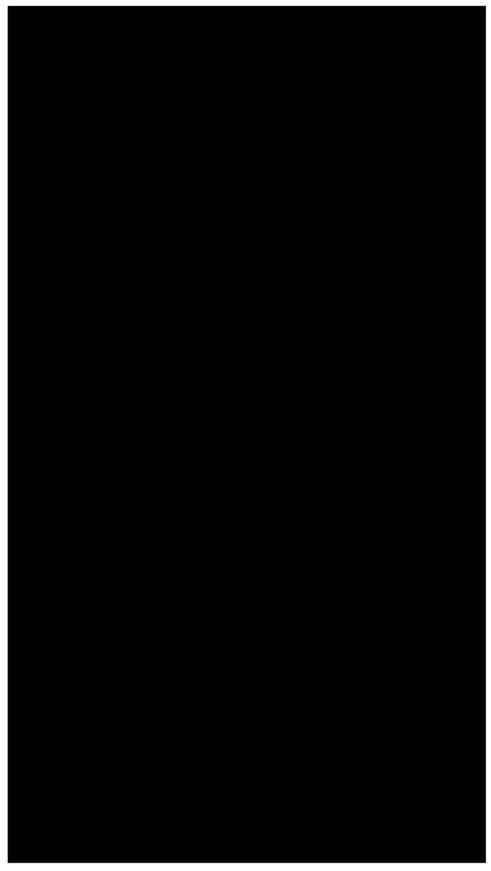
iCINEAM : www.i i a. w. .a

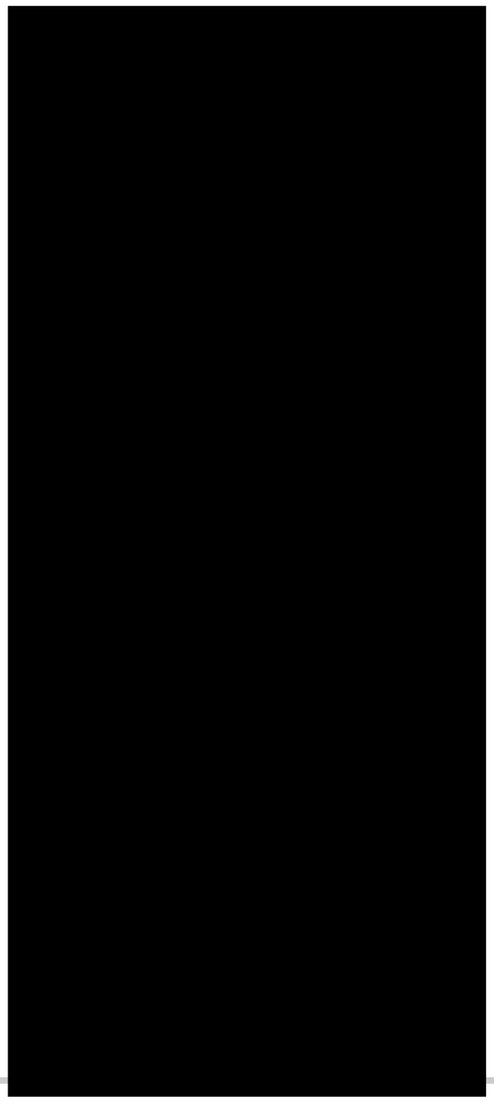
College of Fine Art : www. a. w. .a

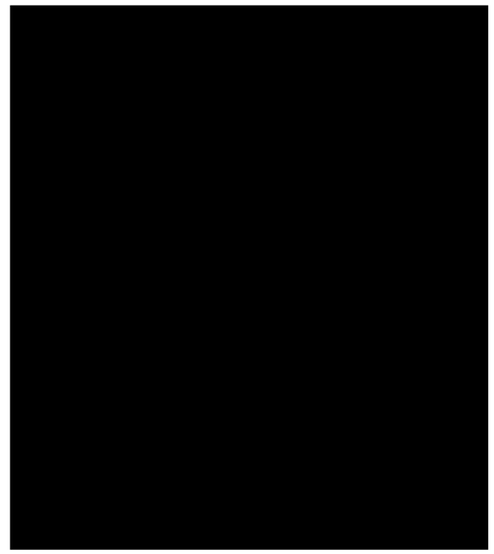
Hochschule für Gestaltung : la i . -ka l .

Institut fur Neue Medien : www.i i a. w. .a

Rotterdam Academie
Gerrit Rietveld Academie : a k. . l







Z.K.M. : 1.zk . /zk / /

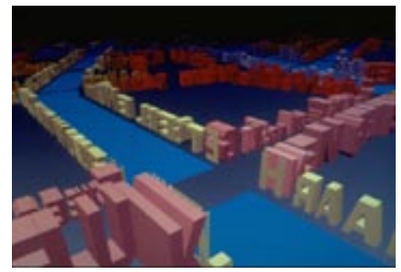
01.b _ Z.K.M.

Ville Lisible :

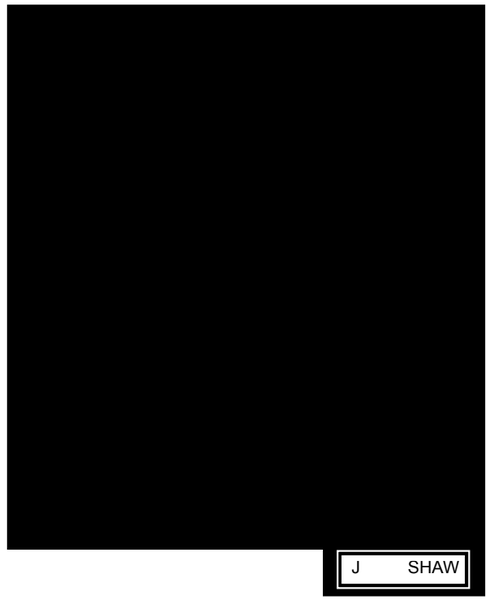
www. - aw. / l_ ai / a -w k . 3

La singularité de l’interface artistique :

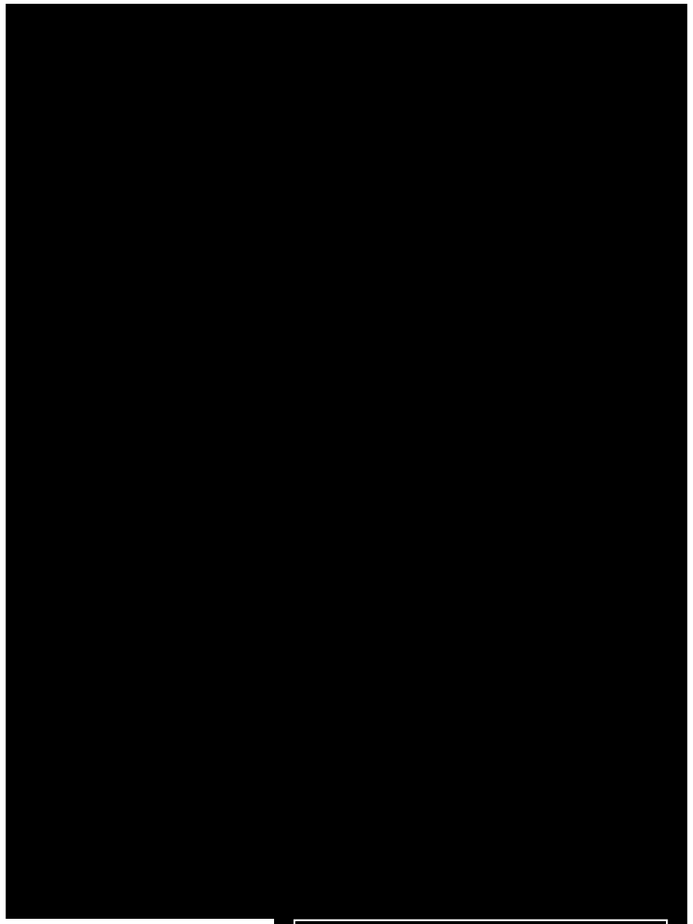
A i k B a - P l i i a a i i
www. la . /liv / / I a A . I . 1999



02.b _ *The Golden Calf, 1994*

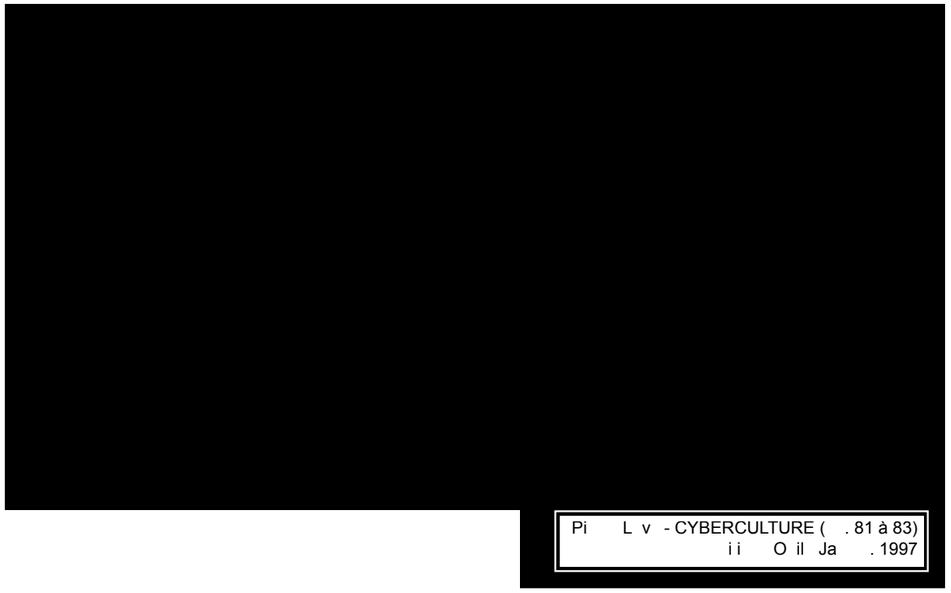


www. - aw. / l_ ai / a -w k . 3



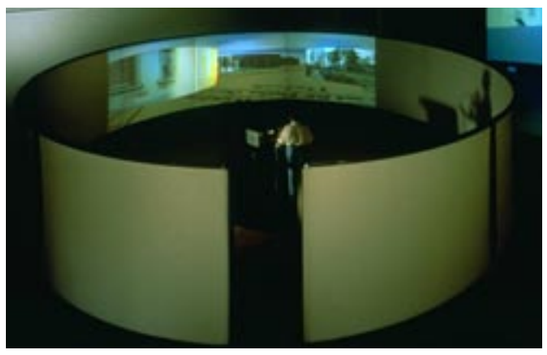
Pi L v - CYBERCULTURE (. 53 à 54)
i i O il Ja . 1997

LIEUX :



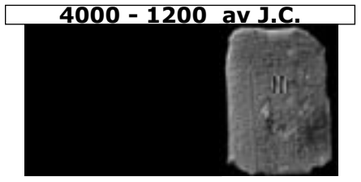
Pi L v - CYBERCULTURE (. 81 à 83)
i i O il Ja . 1997

02.c _ *Place - a user's manual, 1995*

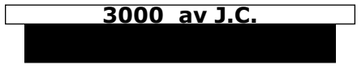


03.a _ Une très brève histoire de l'informatique

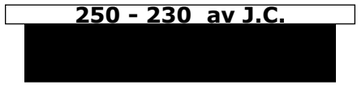
4000 - 1200 av J.C.



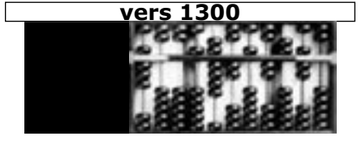
3000 av J.C.



250 - 230 av J.C.



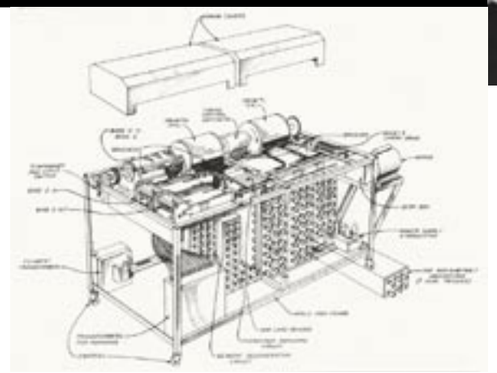
vers 1300



1901

1936

1939



1944

1947

1948

1949

1950

1951

1959

les années 1960

les années 1970

les années 1980

les années 1990 et au-delà ...

BIOGRAPHIES : www- . . -a .a . k/ i /

I a i 'A ik a : a . a . . / i /a a a . I

I I Na i : i . . / / a i / a i . I

I la a a a i ADA : www.a ai .

IBM : www.i . / /

a w a i k : www. . i- . / i / /v /v -all. I

T T i : www.I . /P iz /T i A i l . I

T A C P a i :
www- - a l . a . / k / a . I

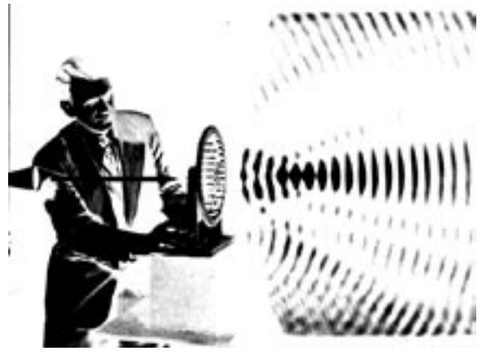
UNIX : www. ll-la . / i / ix/

G H ai : www. . . v/ i / / _ . I

03.b _ Temps Réel ...

Pourquoi parle-t-on de Temps Réel ?

Temps réel et réalité, vers la virtualité :



DEFINITIONS :

Temps Réel : S i ’ va a x lli i a i vi i a lai i , ’ va i l l i ’ a , à la vi i . L l i i a al : l a al- l li (l i â x a i a a), l a l la â (LMI). L l i « » ’il a l’ 0.5 . Il i « » i lai l .

Monde Virtuel : E l ’ li 3D av l l i a i a ali vi ll .

Réalité Virtuelle : M vi l, , a l l i ivi v l av l l il i a i , l l. S l l ialí (v i), l’i i a i i a l’i a ivi . T a i à Ja La i .

VIRTUEL : S i ’ li , ’ , ’ , ., i ’ xi- a a i ll , ai i a l a .

Monde Réel : La la T a i l’ iv i l’ , i l i a . T i la V ai Vi . L M R l a i « a i av la i a i l a i i av i l i ».

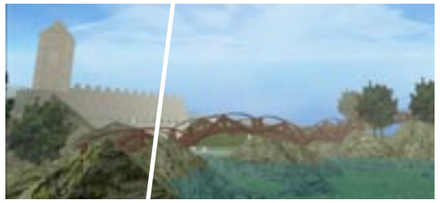
Processeur : U i i ll ’ i a , i i i l i , ii x l i i .

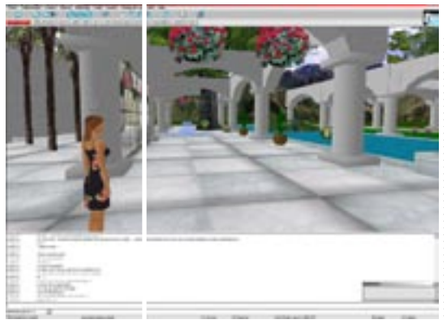
Machine de Turing : U a i T i à l- a fi i ’ a i à a . La i a- l’a al T i (1912-1954) i a ai a l li ’ l l à la i , l , a i à la a l ’ a a a , fi à l ai i l . La Ma i T i i a i i a i ai , a ai , i al . Ell ’a i . S i i li ’av i a x i l à v l i fi i! La i ai i i fi i ’ ’ a fi i a a a la v , i l al la l , al il xi a i l- . D l , MACHINE, a l l l a , UNIVERSELLE.
G â à i ali a i a i T i a la ai a- ili ’ a a a l a a l al l i al- la l . Ai i, l i a Ma i T i : a a l ’ a a i a à l a , l a à l i .

03.c _ Réalité Virtuel ...

DEFINITION :

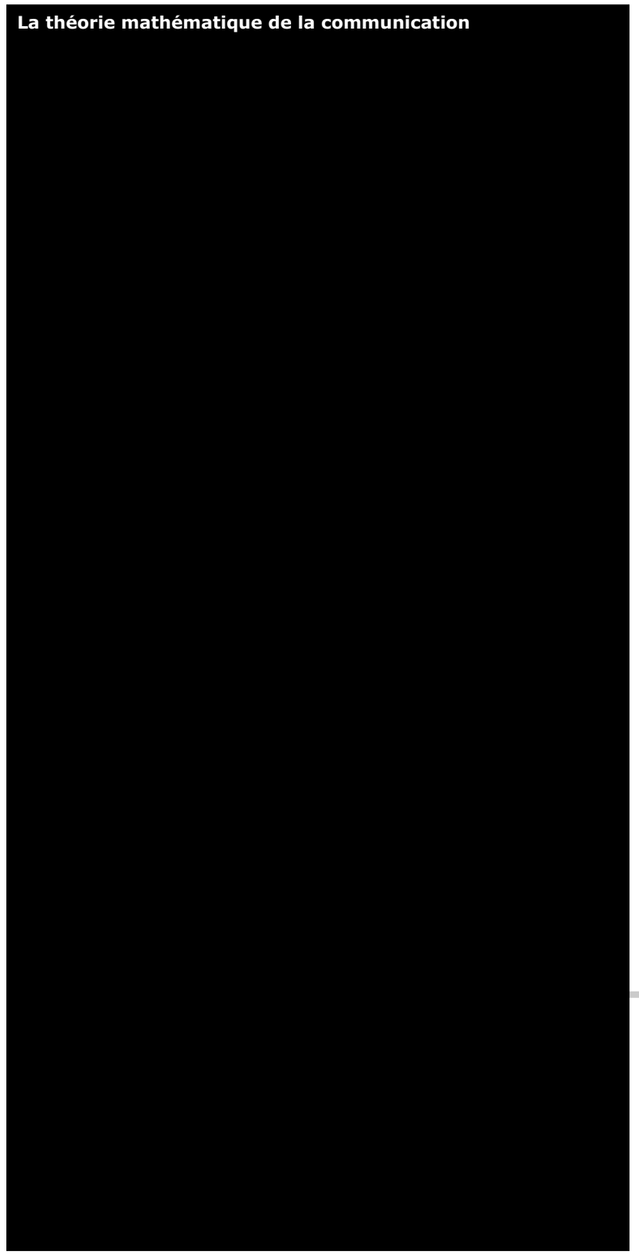
ma REALITE VIRTUELLE :



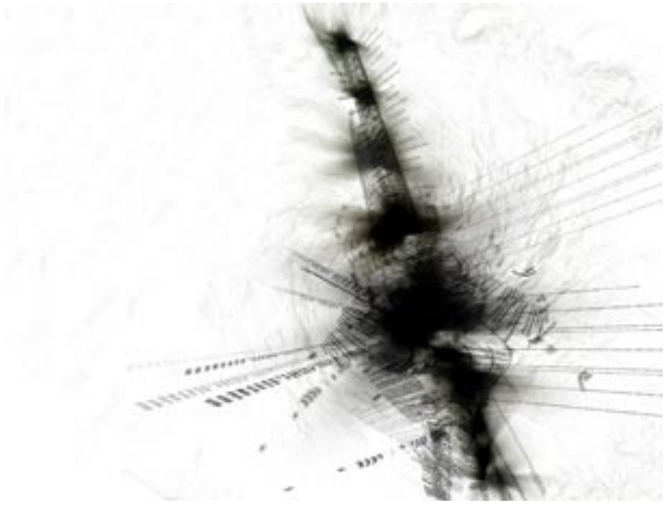


03.d _la Théorie de l'Iformation

La théorie mathématique de la communication



Exemple:



J a -Pi MEUNIER, T i DE SMEDT
www.i a . l.a .

04.a _ Expositions

FUTUR CINEMA :

SURROGATE (substitut) **:**

BITTE BERUHREN (affectez s'il vous plaît) **:**

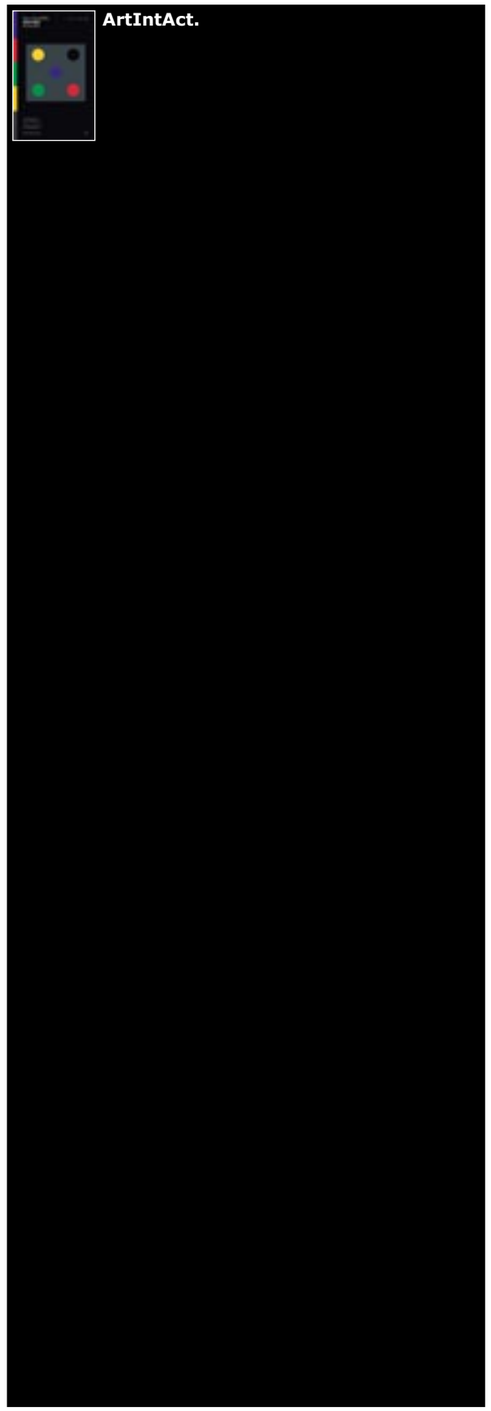
NewFoundland (terre-neuve) **:**

NewFoundland II :

CURRENT :

Futur Cinema : www.zk . / i a/i x_ . l

Current : 1.zk . /zk / /a ll



04.b _Publications